What is claimed is:

1	1. A wireless telephone apparatus, comprising:
2	a first wireless telephone having switchable
3	data and voice mode communication capabilities, said data mode including a
4	competitive activity mode involving communication with a second wireless
5	telephone to engage in a competitive activity; and
6	a wireless telephone communication system
7	communicating with said first wireless telephone, recognizing when said
8	telephone is in the competitive activity mode at a time when a voice
9	telephone call to said first wireless telephone is being attempted, and sending
10	a notification of the voice telephone call to said first wireless telephone
11	informing a user of said first wireless telephone about the voice telephone
12	call.
1	2. An apparatus as recited in claim 1, wherein said
2	wireless telephone communication system sends a notification to the second
3	wireless telephone if the user of said first wireless telephone accepts the voice
4	telephone call.
1	3. An apparatus as recited in claim 1, wherein said
2	competitive activity is a game.
1	4. An apparatus as recited in claim 1, wherein said
2	wireless telephone communication system suspends the competitive activity
3	while the user of said first wireless telephone is taking the voice telephone
4	call

1	5.	An apparatus as recited in claim 1, wherein said
2	wireless telephone con	mmunication system drops said first wireless telephone
3	from the competitive	activity when the user of said first wireless telephone
4	accepts the voice telep	phone call.
1	6.	An apparatus as recited in claim 1, wherein said
2	competitive activity is	s a round-robin activity.
1	7.	An apparatus as recited in claim 1, wherein said
2	competitive activity is	s a turn-taking activity.
1	8.	An apparatus as recited in claim 7, wherein the turn-
2	taking activity is a gar	ne.
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1	9.	A method comprising:
2		determining whether a first multimode communication
3	device is in a data mod	de which is a competitive activity mode involving
4	communication with a	a second multimode communication device to engage in
5	a competitive activity,	, when a voice telephone call to a user of the first
6	multimode communic	ation device is attempted; and
7		informing the user of the first multimode
8	communication device	e about the voice telephone call.
1	10.	A method as recited in claim 9, further comprising:
2		informing a user of the second multimode
3	communication device	e if the user of the first multimode communication
4	device accepts the voi	ce telephone call.

1	11. A method as recited in claim 9, wherein the first
2	multimode communication device is a wireless communication device.
1	12. A method as recited in claim 11, wherein the wireless
2	communication device is a wireless telephone.
1	13. A method as recited in claim 9, further comprising:
2	
	suspending the competitive activity while the user of
3	the first multimode communication device is conducting the voice telephone
4	call; and
5	restarting the competitive activity mode when the user
6	of the first multimode communication device has completed the voice
7	telephone call.
1	14. A method as recited in claim 9, wherein the
2	competitive activity is a game.
1	15. A method as recited in claim 9, wherein the
2	competitive activity is a debate.
1	16. A method as recited in claim 9, wherein the
2	competitive activity is a fantasy sports draft.
1	17. A method as recited in claim 9, wherein the
2	competitive activity is a round-robin activity.
1	18. A method as recited in claim 9, wherein the
2	competitive activity is a turn-taking activity.

1	19. A computer readable storage controlling a computer by
2	determining whether a first multimode communication device is in a data
3	mode which is a competitive activity mode involving communication with a
4	second multimode communication device to engage in a competitive activity
5	when a voice telephone call to a user of the first multimode communication
6	device is attempted, and informing the user of the first multimode
7	communication device about the voice telephone call.
1	20. A computer readable storage as recited in claim 19,
2	further informing a user of the second multimode communication device if
3	the user of the first multimode communication device accepts the voice
4	telephone call.
1	21. A method comprising:
2	determining whether a first multimode communication
3	device is in a data mode which is a sequential participation mode involving
4	communication with a second multimode communication device to engage in
5	a sequential participation activity, when a voice telephone call to a user of the
6	first multimode communication device is attempted; and
7	informing the user of the first multimode
8	communication device about the voice telephone call.
1	22. A method as recited in claim 21, further comprising:
2	informing a user of the second multimode
3	communication device if the user of the first multimode communication
4	device accepts the voice telephone call.
1	23. A method as recited in claim 22, wherein the
2	sequential participation activity is a competitive activity.

1	24. A method as recited in claim 23, wherein the
2	competitive activity is a game.
1	25. A method of managing a competitive activity
2	involving a first competitor having a first multimode communication device
3	and one or more other competitors, comprising:
4	providing the first competitor with a predetermined
5	competitor list of one or more potential competitors, which has been stored
6	advance;
7	requesting the first competitor to select at least one
8	competitor from the predetermined competitor list as a second competitor, v
9	the first competitor's first multimode communication device, the second
10	competitor having a second multimode communication device; and
11	managing a competitive activity involving the first
12	competitor and the selected second competitor via the first and second
13	multimode communication devices.
1	26. A method as recited in claim 25, further comprising
2	determining whether the selected second competitor is available, and
3	providing an indication of availability on the predetermined competitor list.
1	27. A method as recited in claim 25, wherein the first
2	competitor list includes a list of friends with whom the first competitor
3	desires to compete, stored in advance by the first competitor.
1	28. A method as recited in claim 25, wherein the
2	predetermined competitor list includes a list of teams of competitors, so that
3	team competition can be formed.

1	29. A method as recited in claim 25, further comprising
2	determining whether the first multimode
3	communication device is in a data mode corresponding to the competitive
4	activity when a voice telephone call to the first competitor is attempted; an
5	informing the first competitor via the first multimod
6	communication device, about the voice telephone call.
1	30. A method as recited in claim 29, further comprising
2	informing the second competitor via the second
3	multimode communication device, if the first competitor accepts the voice
4	telephone call.
1	31. A method as recited in claim 30, further comprising
2	suspending the competitive activity while the first
3	competitor is conducting a voice telephone call; and
4	restarting the competitive activity when the first
5	competitor has completed the voice telephone call.
1	32. A method as recited in claim 25, wherein the
2	competitive activity is a game.
1	33. A method as recited in claim 25, wherein the
2	competitive activity is a debate.
1	34. A method as recited in claim 25, wherein the
2	competitive activity is a fantasy sports draft.
1	35. A method as recited in claim 25. wherein the
2	competitive activity is a round robin activity.

1	36.	A method as recited in claim 25, wherein the
2	competitive activity is	a turn-taking activity.
1	37.	An apparatus coupled to a communication network,
2	comprising:	
3	;	a first multimode communication device operated by a
4	first competitor and co	upled to the communication network;
5	;	a second multimode communication device operated
6	by a second competitor	and coupled to the communication network;
7	:	a competition control unit storing a first predetermined
8	competitor list correspo	onding to the first multimode communication device,
9	and arranging competit	tive activities involving multimode communication
10	devices based on inform	nation stored in said competition control unit; and
11	;	a presence manager determining when said first and
12	second multimode com	munication devices are accessible,
13	\$	said competition control unit arranging a competitive
14	activity involving said	first and second multimode communication devices
15	when said first multime	ode communication device makes a request to said
16	competition control un	it, and when the first predetermined competitor list in
17	said competition contro	ol unit indicates a mutual agreement between said first
18	and second users to con	npete with one another.
1	38.	An apparatus as recited in claim 37, wherein said first
2	and second multimode	communication devices comprise first and second
3	wireless telephones.	
1	39.	An apparatus as recited in claim 37, wherein the first
2	predetermined competi	tor list stored in said competition control unit includes

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3	a list of teams of competitors, so that said competition control unit can
4	arrange a competitive activity involving teams.
1	40. An apparatus as recited in claim 37, wherein the
2	competitive activity is a round-robin activity.
1	41. An apparatus as recited in claim 37, wherein the
2	competitive activity is a game.
1	42. An apparatus as recited in claim 37, wherein the
2	competitive activity is a debate.
1	43. An apparatus as recited in claim 37, further comprising
2	a call waiting server advising the first competitor via said first multimode
3	communication device when a voice telephone call to said first multimode
4	communication device is attempted.
1	44. An apparatus as recited in claim 43, wherein said
2	competition control unit informs the second competitor via said second
3	multimode communication device if the first competitor accepts the voice
4	telephone call.
1	45. A computer readable storage controlling a computer to
2	manage a competitive activity involving a first competitor having a first
3	multimode communication device and a second competitor having a second
4	multimode communication device, by providing the first competitor with a

predetermined competitor list of one or more potential competitors, which

has been stored in advance, requesting the first competitor to select at least

one competitor from the predetermined competitor list as a second

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8	competitor, via the first competitor's first multimode communication device,
9	and arranging a competitive activity involving the first competitor and the
10	selected second competitor via the first and second multimode
11	communication devices.